



MASTER
of
Darkness

SEGA

MS

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

Starting Up

1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the power switch is turned OFF when inserting or removing your Cartridge.

Note: This game is for one player only.

- ① Sega Cartridge
- ② Control Pad 1



Reign of Darkness

It is the Victorian Era in London, a hundred years ago. Dapper gentlemen doff their hats to the ladies who pass by. Horse-drawn carriages take gentry to their country homes for the weekend. But below the placid surface of London's daily life lies terror. There has been talk of horrible murders at midnight when the moon is full.

Dr. Ferdinand Social, a young psychologist with a knowledge of the occult, has received strange warnings from the guardian spirits of his Ouija board. The spirits warn of more horrors to come, unless the source of the evil is defeated. But where is this source?

Dr. Social travels to the home of Miss Julia Arkham, a fellow occult specialist, and noted psychic. But Miss Arkham has been kidnapped! Returning to his home, Dr. Social finds his good friend Jonathan Barker waiting with a note sent from Miss Arkham. "The vampire has returned. He controls powerful forces. He must be stopped!"

Dr. Social knows he must act quickly if he is to save Miss Arkham and stop the killings. But where to start his search? Calling upon the spirits of the Ouija board for assistance, Dr. Social learns where he must begin.



Take Control

① Directional Button (D-Button)

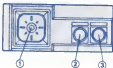
- Press left or right to move in those directions
- Press up and left or up and right to climb stairs
- Press down and left or down and right to descend stairs
- Press down to crouch
- Press down and left or right to walk while crouching
- Press left or right in Continue Game screen to position the Ouja board marker

② Button 1

- Press to start the game in the Title Screen
- Press to advance through the Stage Introduction screens
- Press to use Weapons

③ Button 2

- Press to start the game in the Title Screen
- Press to advance through the Stage Introduction screens
- Press to jump



Button Combinations

- D-Button left or right + Button 2 to jump left or right
- D-Button up + Button 1 to use Special Weapons
- D-Button left or right + Button 2 to jump, then Button 1 to use Special Weapons

The Search Begins...

After you insert the game cartridge into the machine and turn it on, you will see the SEGA logo, followed by the Title screen, and the Story screens. If you want to skip the story screens and start the game, simply press Button 1 or 2 to return to the Title screen, then press either button again to start the game.

Dr. Social begins his journey armed only with a dagger to fight against the forces of evil. But as he walks, leaps and scurries from place to place, he will come across various weapons which can help him. Also, he will encounter a horde of unholy creatures which are under orders from the vampire to stop the intrepid doctor.



Vampires are well-known for their ability to control animals such as wolves and bats, and to control the undead to do their bidding. But these aren't the only dangers you will find. Monsters of all kinds roam the streets of London tonight, and you are the only person with the ability to stop them!

Screen Signals

- ① Items Mask
- ② High Score
- ③ Current Score
- ④ Weapon
- ⑤ Special Weapon
- ⑥ Special Weapons Left
- ⑦ Round Number
- ⑧ Stage Number
- ⑨ Time Left
- ⑩ Players Left
- ⑪ Life Globes
- ⑫ Player
- ⑬ Monsters



Items

Inside each Items Mask is one of a number of Items.
There are 6 types of Items, listed below.

Weapons: What you carry with you to destroy the many monsters you will encounter. Unlike Special Weapons, these are carried with you throughout the game. Like Special Weapons, however, if you pick up a new weapon, it automatically replaces the Weapon you were previously holding. Be careful not to replace a stronger Weapon with a weaker one!

- ① **Daggers:** At the beginning of the game, you are equipped with a Dagger. Daggers do only 1 point of damage, and you'll find that most of the monsters in the game are made of sterner stuff, so start searching for other weapons right away!
- ② **Sabers:** These only do 2 points of damage, but have a long reach.
- ③ **Stakes:** A favorite among monster hunters, these do 3 points of damage.
- ④ **Axes:** These have a slightly shorter reach than the Sabers and Stakes, but they do 4 points of damage, which means they can kill many types of monsters with one blow.



⑤



2



③



④



Special Weapons: These are limited-use items. Once you run out, you have to do without until you find more, so be careful of how you use them! And remember, once you pick up any Special Weapon, you lose the one you were previously carrying.

- ⑤ **Pistol:** This comes with a supply of 16 bullets. Silver, of course.
- ⑥ **Bomb:** Throw these Items up or down at hard-to-reach enemies.
- ⑦ **Boomerang:** You can't catch these Items on the rebound, but you can do damage to some monsters!
- ⑧ **Projectile:** This Item does 4 points of damage to enemies.

⑤



⑥



⑦



⑧



- ⑧ **Bonus Globes:** These magical Globes increase your score. Below is a list of the different Globes, and how many points you receive for each Globe.

Pink Globe: 300 Points

Grey Globe: 500 Points

Red Globe: 1,000 Points

Black Globe: 1,600 Points

- ⑨ **Emerald:** This Item is worth 100 points, and it destroys all enemies on the screen!
- ⑩ **Life Potion:** Restores 4 of your 8 Life Globes.
- ⑪ **Dr. Social Voodoo Doll:** Recovering these dolls from the masks give Dr. Social an extra life!



Game Over

Dr. Social starts out on his mission with a total of 3 lives. Once these are used up, the Continue screen will appear. The Guardian Spirits of the Ouija board will ask you if you want to continue. If you wish to fight on against Dracula's host of unholy creatures, move the Ouija marker to Yes using the D-Button, and select it using Button 1 or 2. You will begin your fight again at the beginning of the round you were last in. If you decide to quit and continue the battle at another time, or if you want to start from the beginning, move the marker to No and select with Button 1 or 2. The game will then restart from the first Story screen.

Ouija Warnings...

The Guardian Spirits of Dr. Social's Ouija board peer into the future. The outcome of your battle is uncertain, but the board can give you some idea of what you will encounter, and hints to help you along the way. Pay close attention.



Round 1: Thames River

Your journey will begin on the winding banks of the Thames. Thugs, werewolves and vampire bats are some of the dangers facing you. You will make passage by boat, and land in a deserted mansion. Cross London Bridge and make your way through the waterfront warehouse.

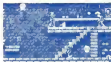
Round 2: The House of Wax Dolls

We see a museum filled with wax figures. But there is great danger. Dracula's power commands the waxwork figures to come to life! And there is more... the furniture is commanded by poltergeists to attack all who enter that place. We see caverns below the museum, filled with danger. Cross the abyss with caution, as some ledges may be loose.



Round 3: Epitaph

You must walk through the cemetery if you wish to defeat the evil that threatens London. Zombies await you among the tombstones, so be careful. You must find your way through the passages within the crypt, and then search for the entrance to the church. The holy place has been invaded by foul spirits, even to the top of the clock tower! Once there you will meet the next great evil.



Round 4: Laboratory

There is a castle, filled with evil creatures. Find your way through the twisting passageways, and beware of spikes and other barriers. You will be led to rooms that seem to have no escape, but look around. The dangers which do not move are the keys to your victory.



Round 5: In The Wake Of Dracula

We can see very little. There is a castle, but where, we do not know. All is in confusion. You may lose your way. Do not give up hope. We can see *only* this. The stones in the floor hide the path to Dracula. May the forces of good prevail!

Wisdom From the Unknown

- In some areas the walls are not solid stone. Check your surroundings to see if there are hidden items, etc. You may find something valuable!
- Be careful not to grab items before looking at them. You may find yourself with a less useful item at the wrong time, or replace a lot of one kind of Special Item with a few of another kind.
- Many of the monsters you will encounter are rather slow, which means you can outrun them. Keep in mind that there is a time limit for every Round in one piece than to fight everything you see.

Handling This Cartridge

This Cartridge is intended exclusively for the Sega System

For Proper Usage

- ① Do not immerse in water!
- ② Do not bend!
- ③ Do not subject to any violent impact!
- ④ Do not expose to direct sunlight!
- ⑤ Do not damage or disfigure!
- ⑥ Do not place near any high temperature source!
- ⑦ Do not expose to thinner, benzine, etc !

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case
- Be sure to take an occasional recess during extended play

WARNING: For owners of projection televisions: Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.





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